

DELLETT AND WALTERS  
PATENT AND TRADEMARK LAWSUITE 1101  
310 S.W. FOURTH AVENUE  
PORTLAND, OREGON 97204-2304  
U.S.A.

JAMES H. WALTERS\*

JOHN P. DELLETT\*  
OF COUNSELTELEPHONE  
(503) 224-0115  
FAX  
(503) 224-7017  
patents@onemc.com  
\* Registered Patent AttorneyFACSIMILE COVER LETTER

PLEASE DELIVER THE FOLLOWING PAGES TO:

NAME: Examiner C. Coburn Art Unit: 3714

FAX NO: (703) 872-9302

LOCATION: U.S. Patent and Trademark Office

TC3700 Before Final

PHONE NO: 703-305-3319

FROM: James H. Walters

WE ARE TRANSMITTING A TOTAL OF 5 PAGES  
INCLUDING THIS COVER LETTER

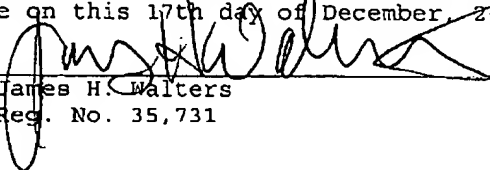
DATE: December 17, 2002

TIME:

Our ref: A-399 Your ref: 09/863,062

IF YOU DO NOT RECEIVE ALL THE PAGES, PLEASE CALL BACK  
AS SOON AS POSSIBLE AT (503) 224-0115THIS MESSAGE IS A PRIVILEGED AND CONFIDENTIAL COMMUNICATION FOR  
THE EXCLUSIVE USE OF THE ADDRESSEE. IT IS NOT TO BE COPIED OR  
DISSEMINATED. IF YOU HAVE RECEIVED IT IN ERROR, PLEASE CALL US  
IMMEDIATELY, COLLECT IF NECESSARY, AT (503) 224-0115.Enclosed please find a response to office action including claim, specification  
and drawing amendments.

## Certification of Facsimile Transmission

I hereby certify that this correspondence is being facsimile transmitted to  
the Patent and Trademark Office on this 17th day of December, 2002.  
James H. Walters  
Reg. No. 35,731FAX RECEIVED  
DEC 17 2002  
GROUP 3700

PATENT

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of

Shinichi ODAKE et al

Art Unit: 3714

S. N. 09/863,062

Examiner: C. Coburn

Filed: May 21, 2001

For: PHOTOGRAPHING GAME MACHINE,  
PHOTOGRAPHING GAME PROCESSING  
METHOD AND INFORMATION STORAGE MEDIUM

FAX RECEIVED

DEC 17 2002

GROUP 3700

SUPPLEMENTAL CONCISE EXPLANATION OF RELEVANCE OF NON-ENGLISH  
LANGUAGE INFORMATION TO ACCOMPANY INFORMATION DISCLOSURE  
STATEMENT FILED December 16, 2002

Commissioner for Patents  
Washington, D.C. 20231

Sir:

Applicants filed an information disclosure statement by Express Mail on December 16, 2002. Six of the documents cited were not in the English language. Applicants submit herewith a concise explanation of the relevance of those documents.

Regarding document Extract from "Weekly Fami-Tsu (25 February, 2000)" Enter Brain Corp. 25 Feb. 2000, Vol. 15, No. 8, pp. 24 25:

## PRIMAL IMAGE (ATLAS)

"Primal Image" is a unique game, that is, a player poses a CG character on a monitor just as he wants. There are two modes for play, one is a "posing mode" to pose the CG character and another is a "memory mode. To play the posing mode the player must have points called "Bit" in the game. The player can obtain the Bits by playing the memory mode. By taking pictures of the CG character moving around freely just as photographing with camera you can "memory" the character, and you can obtain Bits according to the result of the memory.

Memory Mode: Player moves his viewpoints freely and "memories" attractive shots of the CG character moving around vividly just like human. It is just like taking photographs of a model with a camera.

Posing Mode: Spending Bits obtained in the memory mode, the player poses the CG characters. The player can instruct the pose each joint of body of the CG character, for examples arms, lower back and head.

Regarding document Extract from "Monthly Game Walker (1 April, 1999)", Kadokawa Shoten Corp., 1 Apr. 1999, Vol. 6, No. 4. p. 115:

POCKE-MON SNAP (NINTENDO)

Player acts as a young excellent photographer Toru in the game. The player takes pictures of pocket monsters in an uninhabited island called Pocke-mon Island. It is an object of this game to make a report of a unique Pocke-mon Report for the client, Dr. Ohkido. In the island, the player pilots an almighty beagle "Zero-one" that includes operation function and transformation function.

The Pocke-mon Report is completed by taking pictures for all the pocket monsters living in the Pocke-mon island. When you take pictures, there is no need to bring a subject into focus. Also, you don't have to worry about blurred photos. Just ready the camera, and you can push the shutter switch.

To take a picture, you just pull Z trigger and then push A button. It depends on your sense of photographing.

Regarding Japanese Patent Document S50-072515A:

As shown in Fig. 1, a target device of this invention comprises a ray gun 1, a half mirror 3, a target board 4, a TV camera 5, a cathode ray tube 6, a right detection apparatus 8, a control apparatus 9 and a counter 10. The half mirror 3 reflects a part of a right beam 2 emitted from the ray gun 1, and then a

luminous point is generated on the target board 4. The luminous point is photographed by the TV camera 5. A bullet mark is displayed at a prescribed position on the cathode ray tube 6. The right detection apparatus 8 detects the luminous point and the control apparatus 9 calculates the scores according to results of detection.

Regarding Japanese patent document H01-112323A

As shown in Fig. 1., a coordinates input device of this invention is comprising a display device 1, a display 2, a half mirror 3, a light receiving device 4, a light emitting device 5, a coordinate position determination device 6 and a convergence light 7. When an operator wearing the light emitting device 5 on his head faces the display 2, the convergence light 7 emitted from the light emitting device 5 is branched by the half mirror 3 into a light irradiates the display 2 and another light irradiates the light receiving device 4. From a position of the convergence light 7 irradiated to the light receiving device 4, X and Y coordinates can be obtained by coordinate position determination device 6. Since a required coordinate position can be obtained by moving of the operator's head, it is possible to improve efficiency of operations.

Regarding Japanese utility H03-077976A

As shown in Fig. 1, a view-simulated-device comprises an image generating device 1, a video projector 2, a screen 3, a simulated telescope 4, an infrared camera 5 and an infrared rays image position detector 6. A position on the screen 3 aimed by the simulated telescope 4 is detected with using the infrared rays image position detector 6. The image generating device 1 comprises an image within a field of view of telescope generating device 1A. The image within a field of view of telescope generating device 1A generates a detailed image corresponding to a position detected by the infrared rays image position detector

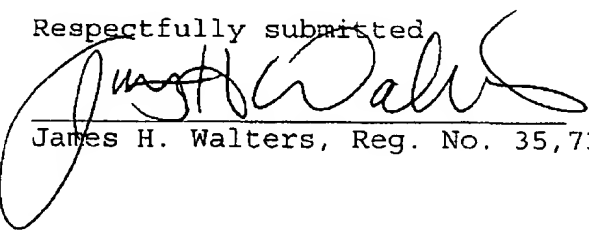
6. The detailed image is displayed on a liquid crystal type TV picture display panel 43 (see Fig. 3) of the simulated telescope 4.

Regarding Japanese utility U3067486:

A picture-print-playing device 1 of the present device comprises a video camera 2, a display 3, an operation unit 11 and printer 26. A player's moving is recorded as an animation, and a recorded animation is displayed on the display 3. The player can review the animation and select his favorite shots. The selected pictures are printed on a predetermined sticker paper. Since the moving of the player is recorded as an animation it is not required to the player to take poses. It can avoid the photographing errors and the player can obtain stickers of pictures of his favorite shots.

It is respectfully requested that this concise explanation document be combined with the Information Disclosure Statement of December 16, 2002, when that document reaches the file.

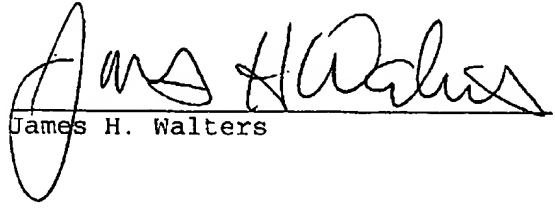
Respectfully submitted

  
James H. Walters, Reg. No. 35,731

802  
DELLETT AND WALTERS  
Suite 1101  
310 S.W. Fourth Avenue  
Portland, Oregon 97204 US  
(503) 224-0115  
DOCKET: A-399

Certification of Facsimile Transmission

I hereby certify that this correspondence is being facsimile transmitted to the Patent and Trademark Office on this 17<sup>th</sup> day of December, 2002.

  
James H. Walters